

REMARKS

Claims 1-18 are pending in this application. By this Amendment, claims 1 and 3 are amended. Support for the amendment to claims 1 and 3 can be found in the specification, for example, on page 14, lines 10-18. No new matter is added.

The Office Action rejects claims 1-9 under 35 U.S.C. §101. The rejection is respectfully traversed.

By this Amendment, claims 1 and 3 are amended responsive to the rejection. Claims 2 and 4-9 depend from claims 1 or 3 respectively. Applicants thus respectfully request withdrawal of the rejection.

The Office Action rejects claims 1, 4, 6, 8, 10, 13, 15 and 17 under 35 U.S.C. §103(a) over Mukoyama et al. (U.S. Patent No. 6,831,659, hereinafter "Mukoyama") in view of Botchy (*C Magazine*; "Speed-Up Techniques and Thinking Routine for 3-D Games Found Source Code of a 3-D Game 'Doom'") and further in view of Takahashi et al. (U.S. Patent Application Publication No. 2003/0207704, hereinafter "Takahashi"); and rejects claims 2, 3, 5, 7, 9, 11, 12, 14, 16 and 18 under 35 U.S.C. §103(a) over Mukoyama in view of Botchy and further in view of Nakagawa (U.S. Patent Application Publication No. 2002/0135603) and Takahashi. The rejections are respectfully traversed.

Mukoyama, Botchy, Takahashi and Nakagawa do not teach, and would not have rendered obvious, every claimed feature of independent claims 1, 3, 10 and 12. The above-applied references do not teach, and would not have rendered obvious, "each of the part objects having a three-dimensional projecting portion extending at least in a direction perpendicular to a display surface on which an image is drawn," as recited in independent claim 1, and as similarly recited in independent claims 3, 10 and 12 (emphasis added).

The Office Action on page 5 acknowledges that Mukoyama does not teach "each of the part objects having a three-dimensional projecting portion extending at least in a direction

perpendicular to a display surface on which an image is drawn." Rather, the Office Action relies on Takahashi as allegedly overcoming this shortfall.

The Office Action asserts that Takahashi teaches the above feature at paragraph [0062]. However, paragraph [0062] of Takahashi merely discloses a geometry unit 214 that calculates coordinates of a three-dimensional object in virtual space to convert the three-dimensional object into a two-dimensional image to display on a television 106. Paragraph [0062] of Takahashi does not teach a three-dimensional part object, where the projecting portion of the part object extends perpendicular to the display surface.

Further, the disclosure of Takahashi merely teaches a game machine for operating a plurality of characters appearing in a game space using a first motion control means and a second motion control means. The first motion control means of Takahashi controls the motion of a first character appearing in the game space in response to an operation performed on a first operation switch. The second motion control means of Takahashi controls the motion of a second character also appearing in the game space in response to an operation formed on a second operation switch and changes the motion of the first character based on the motion of the second character (see paragraph [0012] of Takahashi).

Takahashi does not relate in any way to a three-dimensional part object, where a projecting portion is formed on a display surface and that extends perpendicular to the display surface. Therefore, Takahashi does not teach, and would not have rendered obvious, all of the claimed features recited in independent claims 1, 3, 10 and 12.

Botchy and Nakagawa do not remedy the above-described deficiencies of Mukoyama and Takahashi.

The Applicants note that the present invention provides numerous advantages over the methods disclosed in the applied references. Because the present invention involves three-dimensional part objects, the relationship between the part objects forming, for example,

trees, is more natural than the two-dimensional planar geometry disclosed in Mukoyama. The inversion process of the present invention is thus less noticeable than that disclosed in Mukoyama.

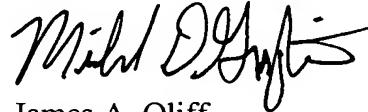
Further, according to the present invention as claimed in independent claims 1, 3, 10 and 12, the branch three-dimensional part object is not required to be arranged around a tree trunk in all directions since the branch three-dimensional part object is rotated so that the display surface is directed toward the virtual camera. Therefore, a high-quality image, which could not be realized by the methods of the applied references, can be generated while minimizing the number of polygons in the model object. As a result, a high-quality image can be generated with a smaller amount of data. Therefore, the structure, function and capabilities of the present invention are patentably distinct from that disclosed in the applied references.

Therefore, for at least these reasons, independent claims 1, 3, 10 and 12 are patentable over the above-applied references. Claims 2, 4-9, 11 and 13-18, which variously depend from claims 1, 3, 10 and 12, are also patentable over the applied references for at least their dependency on the independent claims, as well as for the additional features they recite. Applicants thus respectfully request withdrawal of the rejections.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,



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